

Canyon Fortress Event Timeline

- Starts out having dropped down into a cave
- moves through cave, enters chamber where the tunnel to progress is hidden. A gap in the rocks gives the player a glimpse of the next canyon area
- discovers hidden tunnel crawls through. They arrive inside a canyon, a vista shot shows a long range cannon bunker, a footbridge bridge crossing the canyon, in the distance obscured by the environment they can see a larger imposing building, and and cannon bunkers.
- they make their way around a rocky path towards the bunker structure, enemy guards can be seen on an upper level
- there are two ways in, direct by a balcony area, or by a hidden rock passage that leads to a broken wall and puts the player at an advantage over the enemies inside.
- optional area discovered: inside this structure there is an area the player cannot reach but it clearly has reward items. The player can get there by backtracking along the roof of the bunkers access bridge which they cross next.
- they reach a bridge which crosses the canyon, ahead they can see a doorway leading into the canyon wall.
 - 2nd vista: as the player crosses the bunker bridge they can see further up the canyon, there's a vehicle bridge and a large fortified gate, and a road can be seen winding up and around toward the large imposing building.
- they travel through small maze-like tunnels, eventually coming across unsuspecting enemies which can be taken out or stealthed past.
- shortly after the enemy encounter, the player is challenged by a flamethrower enemy.
- before exiting the tunnels the player is rewarded with supplies.
- they arrive at the vehicle bridge, across the bridge a heavily fortified gatehouse with closed gate can be seen.
 - The heavily fortified gatehouse offers multiple playstyle approaches:
 - Rush In - there's an armoured vehicle nearby so they can attempt to rush across the bridge
 - Long Range - a guard post offers a sniper rifle.
 - Stealthy - they can discover a risky platforming path which takes them beneath the bridge
- inside the gatehouse they receive resupplies, and find a mechanism to open the locked gate, as the gate opens an explosive device is tripped and part of the vehicle bridge is destroyed.
- they follow the road along towards the big building.
- they arrive at a stairwell tower which leads up to the top of a big building. The stairwell has lots of destroyed exposed sections, as they ascend they come under fire from an adjacent building.
- at the top they come out onto a helipad, and the target can be seen across from them with their personal guard.
- enemy units fire at the player from adjacent towers, and some enemy units zipline down onto the helipad. From certain angles the player can shoot explosive barrels which devastate the towers/shooters.
- an enemy attack helicopter arrives, a clearly highlighted weapon stash offers the player an RPG launcher. There'll also be ample cover to utilise and health packs dotted around to tilt this climactic encounter in the players favour.
- once the target is eliminated, a doorway open up and a few low level enemies spill out of a previously inaccessible building.
- -the building leads down into a storage unit, where quad bikes are kept. A button opens a gate which leads back to the road the player previously walked along.
- the player takes a quad bike and travels back along the road.
- as they arrive at the destroyed bridge they must complete a long jump using the quad bike and a piece of the environment which acts as a ramp.
- upon passing the bridge the level is complete.

Canyon Fortress Locations

- Cave System Natural
- Canyon Path Natural
- Long Range Cannon Bunker

- Footpath Bridge
- Manmade Tunnels + Chambers
- Roadside Outpost
- Vehicle Bridge + alt natural path
- Fortified Gatehouse
- Cliffside Road
- Stairwell Ruins
- Keep Rooftop
- Warehouse + Quad Bikes

Comms Station Event Timeline

- Starts in ravine having dropped in from above
- Follow cave path along
- Arrives at a path leading into a rocky clearing where an entrance can be seen ahead. A few guards roam the area, the player can attempt to stealth past them or take them out. They discover the entrance is locked. The player must explore the environment to discover a hidden cavern entrance. This involves using the environment to jump across to a small plateau with a cave entrance.
 - Maybe the locked gate peers through to a future location, has rewards?
 - This can link to the final area, shows a powerful weapon to help the player escape.
- Drops down into a cave and must find a hidden crawl space to progress.
- Exits the cave and a vista shot brings a towering landmark building (Control Centre) into view. They come out at the edge of a frozen river.
- Following the frozen river along they come to a frozen pool, where some guards are positioned. They must be taken out.
- The frozen pool features a large frozen waterfall which can be seen through, a hidden cave and manmade structures can be seen behind it. Exploring the frozen pool leads the player to discover a hole in the ice. The player must swim under the ice and find their way behind the waterfall.
- They surface inside a cave, entering a manmade structure and find their way up to a room. A key is required for a gate. Exploring the area reveals a room which contains the key but no obvious way inside.
 - Puzzle | player has to discover the single place they can shoot an explosive barrel from leading to a wall collapsing and access to the key room.
- On their way back to unlock the gate they encounter enemies who have arrived to investigate the explosion, the player must fight through them.
- They pass the gate and enter into narrow manmade tunnels, they encounter a flamethrower enemy inside this confined area.
 - Same idea as the Canyon Fortress, inspired by an event in Resident Evil 4.
- The tunnels lead to a ladder which takes the player up into a fuel storage room. A damaged wall can be seen.
 - Puzzle | player has to find a safe location to trigger an explosive domino effect which results in destroying the broken wall.
- Exiting the now in flames room, they come out into an expansive open area at the side of a tall building. Follow the path around they see they've arrived on the opposite side of the large landmark building they first saw. A zipline can be seen linking the top of the building they are stood next to and an out of reach structure. The only way forward is into the building they are next to.
- They enter the building and come out into a courtyard, they are now above the fuel room and flames can be seen coming up. They make their way up and around the courtyard encountering lots of enemy resistance, while the building goes up in flames beneath them. At the top they use the zipline to escape the inferno.
 - Special event | As the player ascends the building the fire spreads making retreat impossible. Smoke can be used to make the combat more chaotic.

- The zipline lands them on a helipad where they encounter a few more enemies. The Control Centre building is connected to the helipad and an entrance can be seen.
- Entering the Control Centre building, the player encounters more enemies and the Target reveals themselves. The Target appears on an adjacent Comms tower which has a clear view of the interior of the Control Centre through it's collapsed walls, they attack the player using a sniper rifle. Fire from the earlier blaze starts to spread into the Control Centre pushing the player into the open. During this an attack helicopter arrives.
 - Target encounter | target is out of the player's direct reach and uses sniper rifle.
 - Through testing FC5's enemy character's I discovered a Sniper character who was incredibly tough compared to all other npc's. This heavily influenced my idea of to make the target encounter a long range combat scenario.
 - Special Event | The fire from earlier continues to spread, pushing them player into more exposed positions.
 - Special Enemy/narrative element | part of the narrative is that the Target is awaiting a helicopter evac to arrive, I thought it would be cool to have it fly in and try to protect the target.
- The player can make their way towards the remnants of a tower where they can take cover and are rewarded with a powerful weapon and supplies.
- After eliminating the target, a low level enemy appears on the roof at a newly opened door. The player must get to the roof and jump across the ruins. They reach an open window and can jump down arriving outside the Control Centre's main entrance.
- The player crosses a footbridge leading towards their 'escape hud icon'.
 - This footbridge can go across the frozen river from earlier, that would be cool.
- They arrive at a clearing and can see a perimeter fence and an open gate ahead. Before they reach the gate some armoured vehicles arrive blocking their escape, the player can approach this multiple ways
 - Stealth | use rocks as cover and find a way to the perimeter without being spotted.
 - Combat | The player has the opportunity to discover an RPG in a well covered location.
 - This cover area could be next to the locked gate in the first area, the RPG can be what the player see's through the gate.
- Outside the gate they make their way along a road and arrive at a Quad Bike shelter, the level ends here.

Comms Station Locations

- Ravine Trail
- Station Entrance Path + rocky clearing area
- Cave
- Frozen River > Frozen Pool
- Utilities Basement
- Fuel Store
- Courtyard Block
- Helipad
- Comms Control Centre
- Comms Station Main Entrance Bridge / Path
- Comms Station Main Entrance Perimeter Area
- Road > Quad Bike Shelter